

## Formulas for Variable-Power Software

### **“Exhaust Blast” Formula**

*“Fully depletes Omega Energy and does more damage the more Omega Energy that is depleted.”*

$$Power = 2 \times \omega$$

Where:

*Power* = Software’s base Power

*$\omega$*  = Omega Energy consumed to use Software

**Note:** If the Power would be 0 (*i.e.*, the user’s side has 0 Omega Energy right before the move resolves), show message “But nothing happened...” rather than resolving the move.

### **“Panic” Formula**

*“Does more damage the lower the user’s Endurance.”*

$$r = \frac{Endurance_{current}}{Endurance_{max}}$$

$r \leq 0.1$	<i>Power</i> = 100
$0.1 < r \leq 0.2$	<i>Power</i> = 90
$0.2 < r \leq 0.3$	<i>Power</i> = 80
$0.3 < r \leq 0.4$	<i>Power</i> = 70
$0.4 < r \leq 0.5$	<i>Power</i> = 60
$0.5 < r \leq 0.6$	<i>Power</i> = 50
$0.6 < r \leq 0.7$	<i>Power</i> = 40
$0.7 < r \leq 0.8$	<i>Power</i> = 30
$0.8 < r \leq 0.9$	<i>Power</i> = 20
$0.9 < r \leq 1.0$	<i>Power</i> = 10

Where:

*Power* = Software’s base Power

*Endurance<sub>current</sub>* = user’s Current Endurance at the moment right before the move resolves

*Endurance<sub>max</sub>* = user’s Max Endurance

### **“Voltage” Formula**

*“Does more damage the higher the user’s Energy.”*

$$r = \frac{Energy_{current}}{Energy_{max}}$$

$r \leq 0.1$	$Power = 10$
$0.1 < r \leq 0.2$	$Power = 20$
$0.2 < r \leq 0.3$	$Power = 30$
$0.3 < r \leq 0.4$	$Power = 40$
$0.4 < r \leq 0.5$	$Power = 50$
$0.5 < r \leq 0.6$	$Power = 60$
$0.6 < r \leq 0.7$	$Power = 70$
$0.7 < r \leq 0.8$	$Power = 80$
$0.8 < r \leq 0.9$	$Power = 90$
$0.9 < r \leq 1.0$	$Power = 100$

Where:

$Power$  = Software's base Power

$Energy_{current}$  = user's Current Energy at the moment right before the move resolves (i.e., **before** deducting the Software's Energy Cost)

$Energy_{max}$  = user's Max Energy

### **"Topspin" Formula**

*"Does more damage the higher the user's Speed stat."*

$$Power = round_{up} \left[ \frac{25 \times Speed_{user}}{Speed_{target}} \right]$$

Where:

$Power$  = Software's base Power

$Speed_{user}$  = user's Current Speed at the moment right before the move resolves

$Speed_{target}$  = target's Current Speed at the moment right before the move resolves

### **"Agility" Formula**

*"Does more damage the lighter the user is."*

TBD

### **"Body Blow" Formula**

*"Does more damage the heavier the user is."*

TBD

### **"Payload" Formula**

*"Does more damage the heavier the Hardware bonded to user is."*

*TBD*

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### **“Cell Shot” Formula**

*“Does more damage the more “Cell” Hardware bonded to user.”*

$$\text{Power} = 30 \times c$$

Where:

*Power = Software’s base Power*

*c = number of pieces of “Cell” Hardware bonded to user right before the move resolves (max: 3)*

**Note:** If the Power would be 0, show message “But nothing happened...” rather than resolving the move.

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### **“Disarm” Formula**

*“Does more damage the more Arm Hardware bonded to target and disables 1 piece of target’s Arm Hardware for the rest of the battle.”*

$$\text{Power} = 30 \times a$$

Where:

*Power = Software’s base Power*

*a = number of non-disabled pieces of Arm Hardware bonded to user right before the move resolves (max: 2)*

**Note:** If the Power would be 0, show message “But nothing happened...” rather than resolving the move.

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### **“Echo Wave” Formula**

*“Does more damage when used consecutively.”*

$$\text{Power} = 25 \times e$$

Where:

*Power = Software’s base Power*

*e = number of consecutive turns that user has successfully used the “Echo Wave” Software immediately prior to the current turn (max: 6)*

**Note:** The chain is broken if a different move is used—Software or Item—or if “Echo Wave” missed, was guarded against, failed because user was shocked, failed because user was frozen, was replaced by a different move because user was overloaded, etc. The chain is **not** broken if “Echo Wave” is used against a different target from the previous turn.

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### “Finishing Blow” Formula

*“Does more damage the longer the battle has lasted.”*

$t = 0$	$Power = 0$
$t = 1$	$Power = 10$
$t = 2$	$Power = 15$
$t = 3$	$Power = 20$
$t = 4$	$Power = 25$
$t = 5$	$Power = 30$
$t = 6$	$Power = 40$
$t = 7$	$Power = 50$
$t = 8$	$Power = 70$
$t = 9$	$Power = 90$
$t \geq 10$	$Power = 120$

Where:

$Power$  = Software’s base Power

$t$  = number of turns that have elapsed during the battle, excluding the current turn

**Note:** If the Power would be 0 (*i.e.*, it is the first turn of battle), show message “But nothing happened...” rather than resolving the move.

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### “Acid Rain” Formula

*“Does more damage if target has Rust condition and eliminates target’s Rust condition.”*

$$Power = 30 \times r$$

Where:

$Power$  = Software’s base Power

$r$  = 2 if the target has the Rust condition right before the move resolves

1 if the target does not have the Rust condition right before the move resolves

If  $r = 2$ , then the target’s Rust condition is removed.

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### “Sand Blast” Formula

*“Does more damage and lowers target’s Melee Defense stat by 1 stage if target has Rust condition. Eliminates target’s Rust condition.”*

$$Power = 50 \times r$$

Where:

- $Power$  = Software's base Power
- $r$  =
- 2 if the target has the Rust condition right before the move resolves
  - 1 if the target does not have the Rust condition right before the move resolves

If  $r = 2$ , then the target's Rust condition is removed, **and** its Melee Defense stat is lowered by 1 stage.